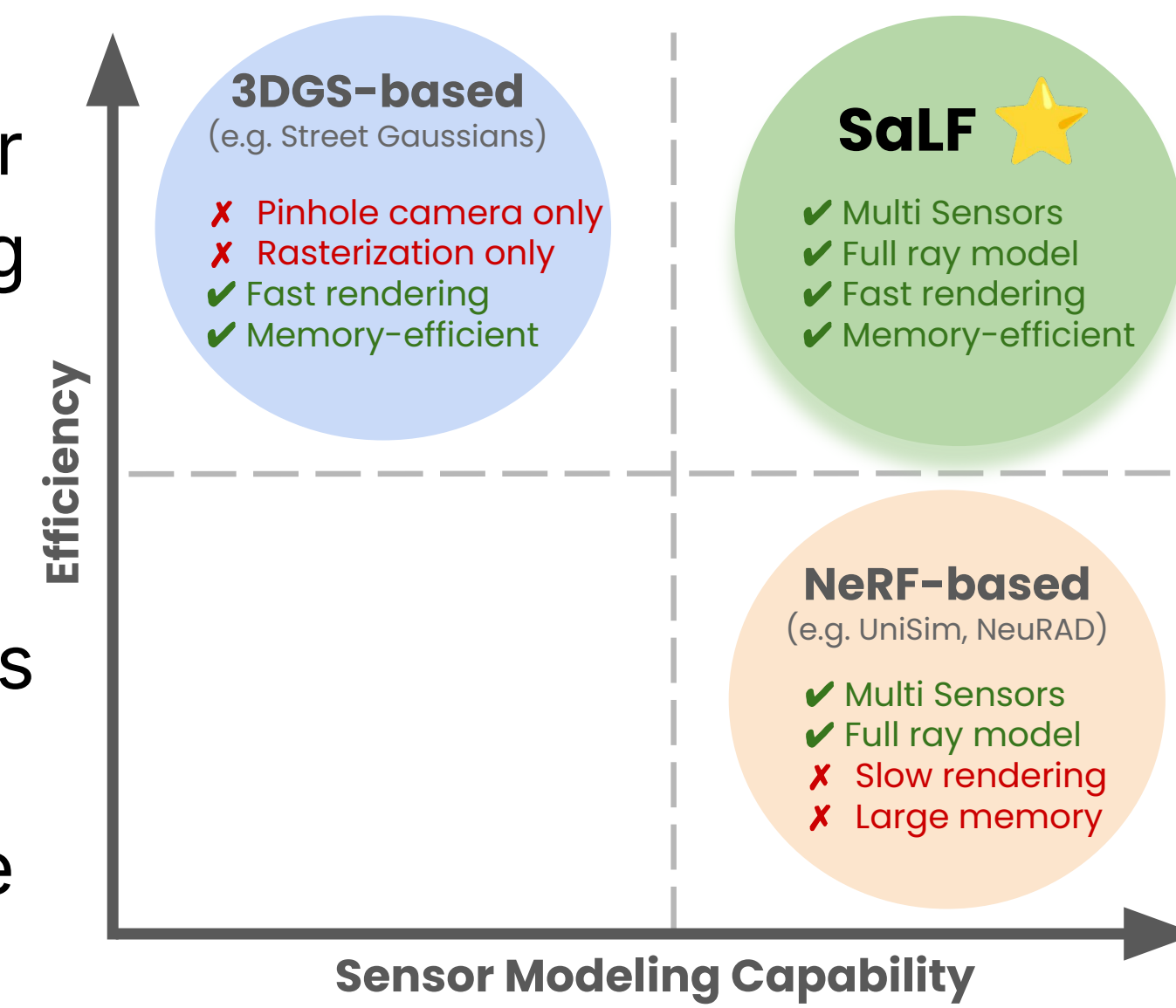




Motivation: Unified Multi-Sensor Simulation

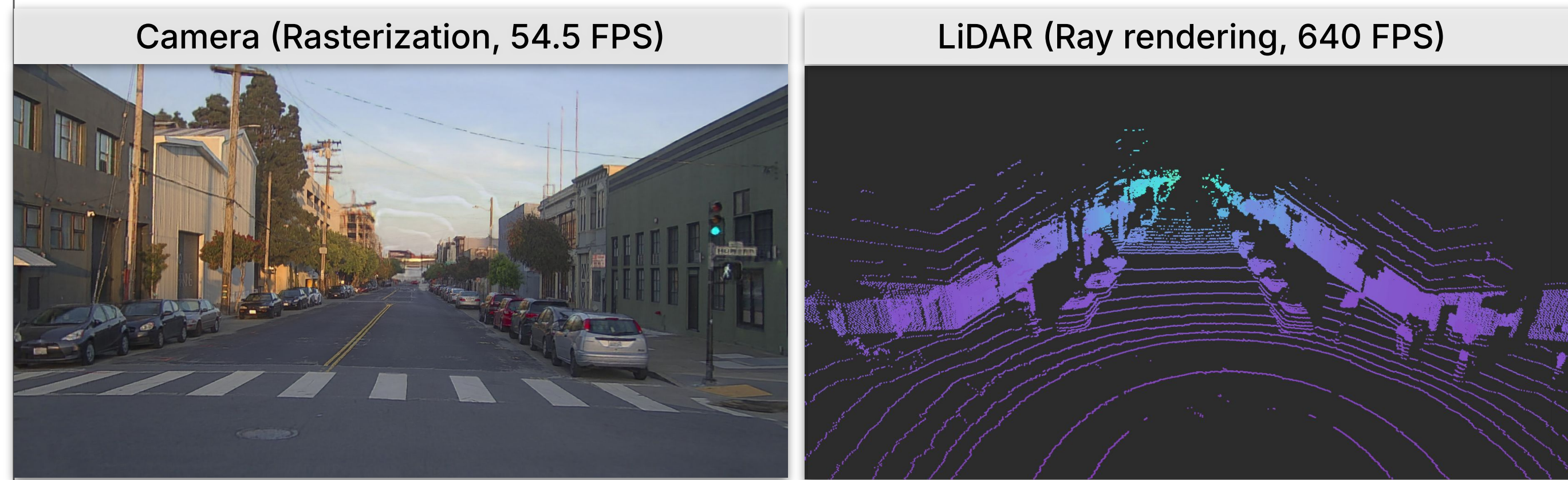
- + High-fidelity camera and LiDAR simulation is critical for autonomy testing and training
- + NeRFs support flexible ray-based sensors, but are slow to train and render
- + 3DGS is efficient, but requires additional approximations when moving beyond pinhole cameras



Goal: a unified representation supporting both rasterization and ray-based rendering

Applications

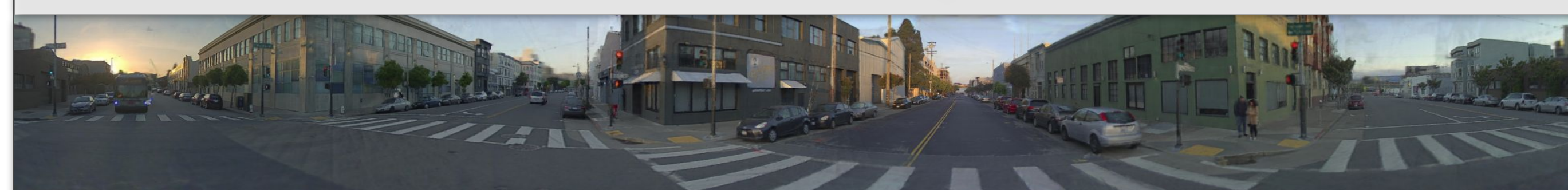
- + Efficient and flexible multi-sensor simulation



Multi-sensor rendering in real-time



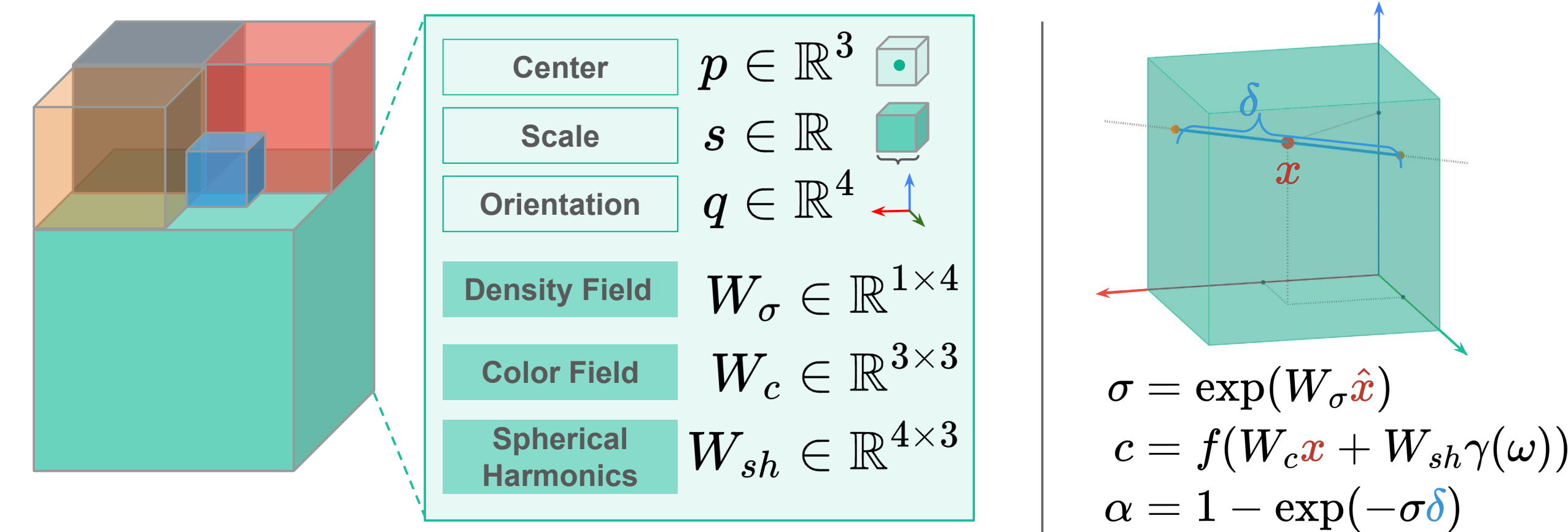
360° Panorama Image



Advanced sensor modeling via ray rendering

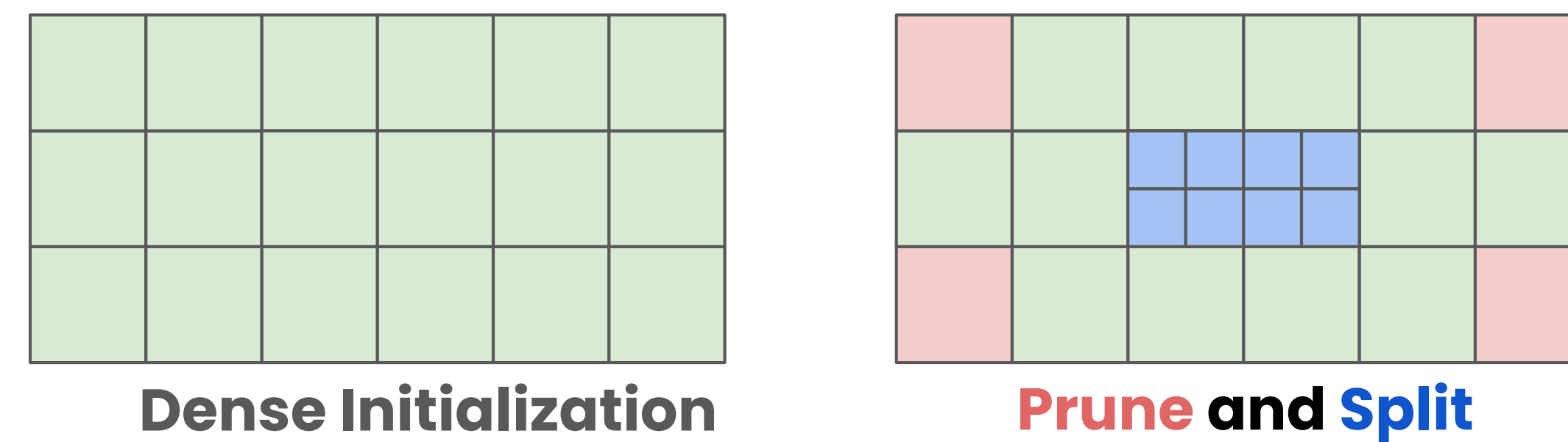
Representation

SaLF uses sparse local implicit voxel fields backed by an octree to enable efficient rasterization and ray rendering



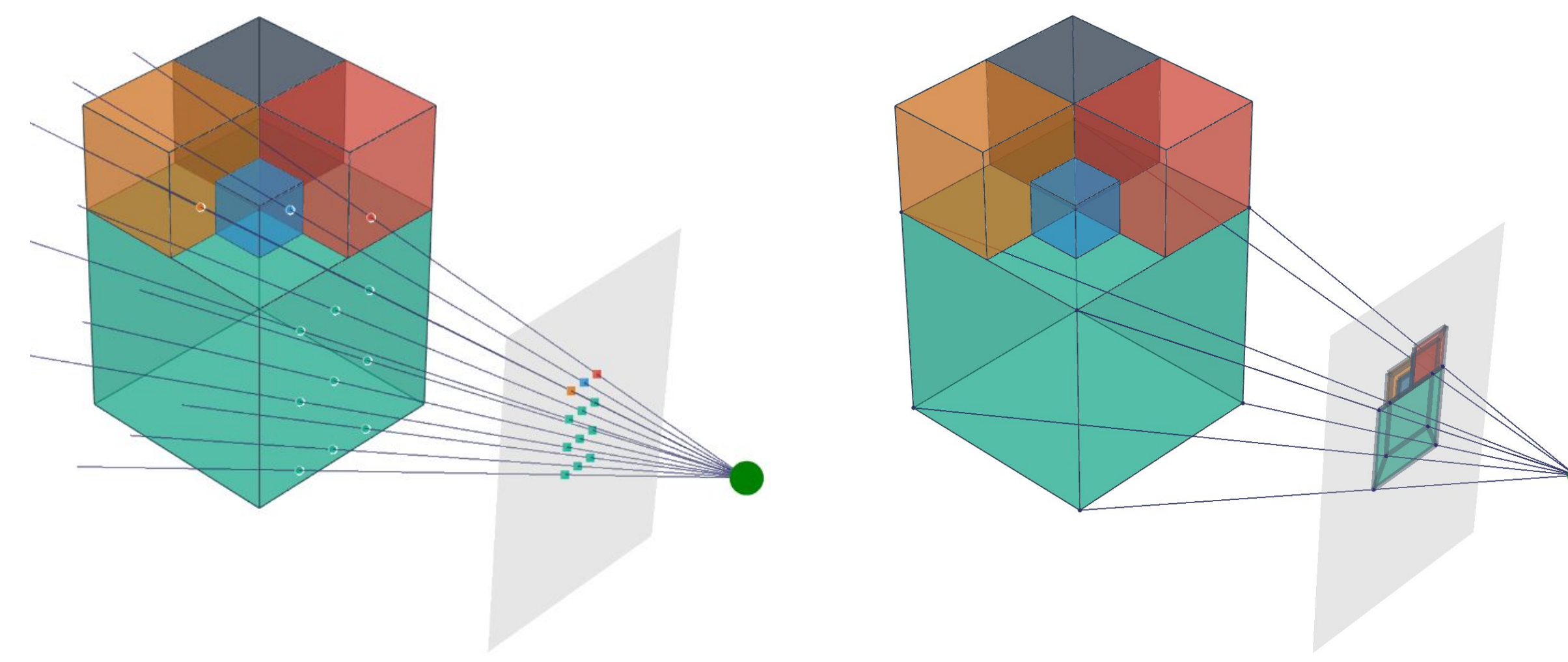
Adaptive density control

Coarse-to-fine voxel densification subdivides high gradient regions and prunes empty space



Rendering

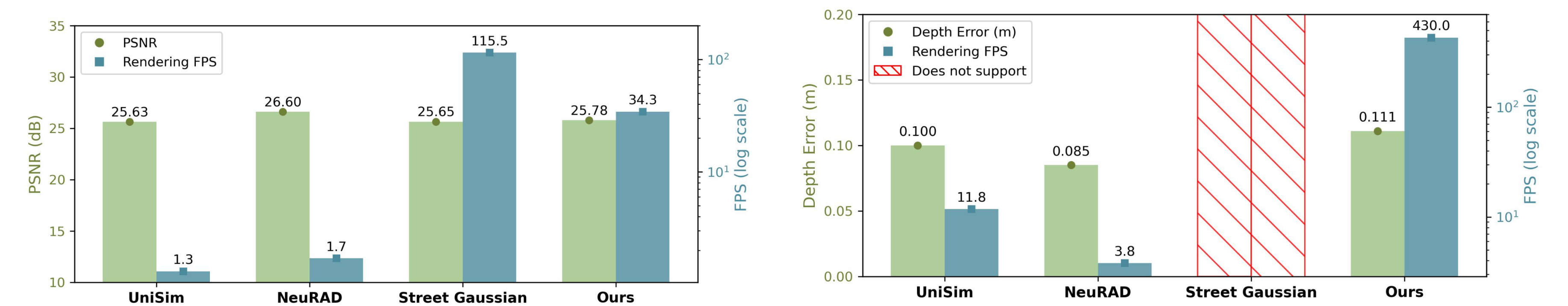
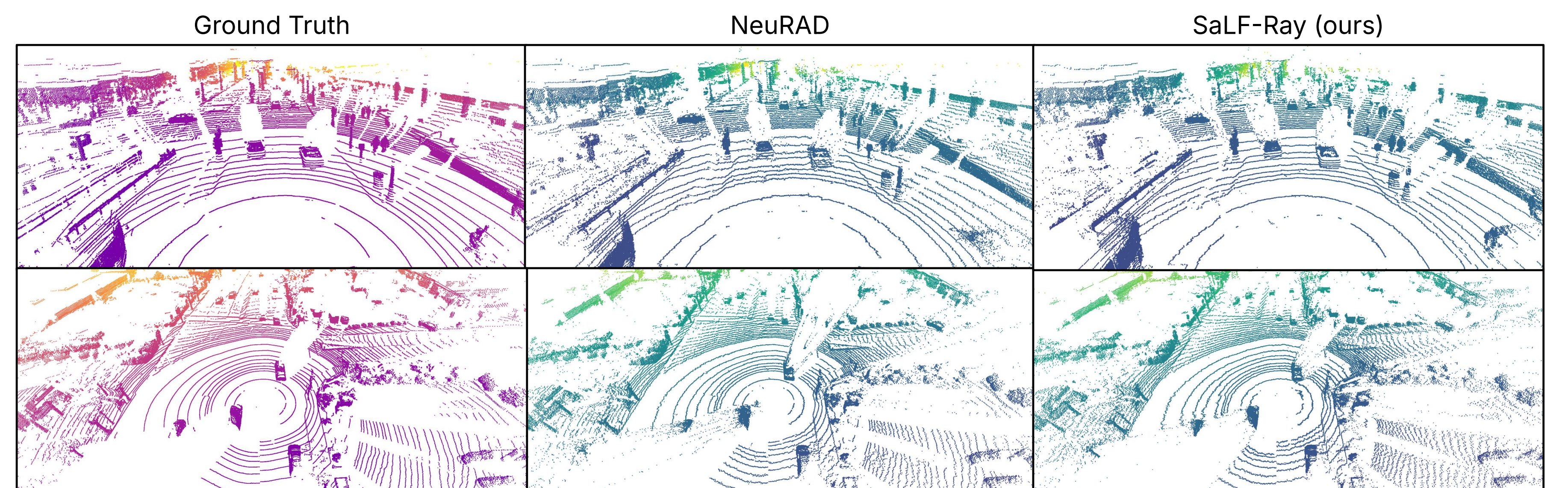
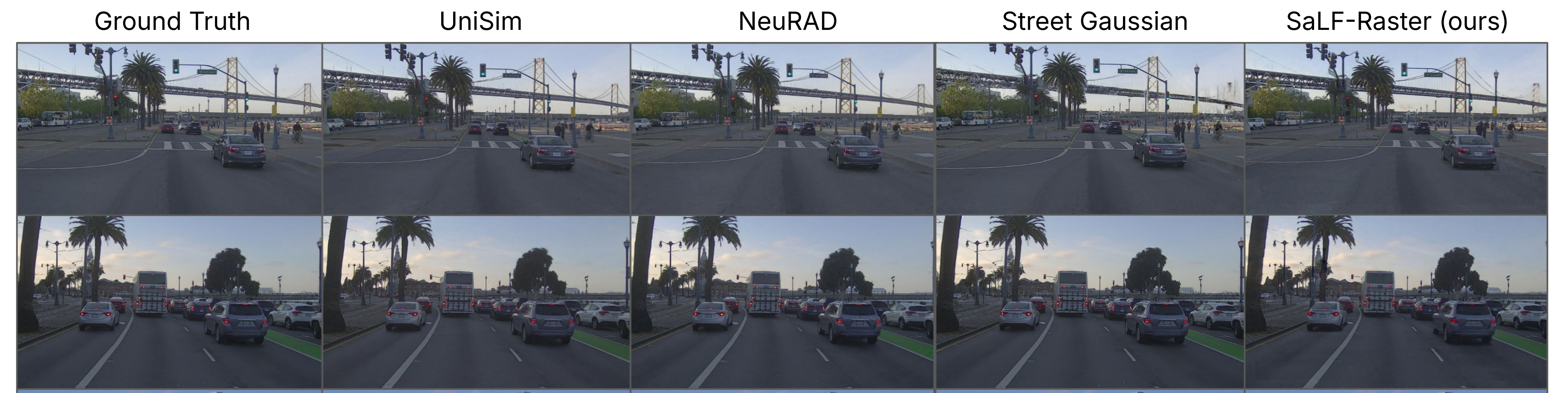
One representation supports fast pinhole rasterization as well as flexible ray-based rendering



Octree-accelerated ray rendering Tile-based rasterization

Results

- + NVS comparison with SOTA



- + Ablation

ABLATION STUDY ON SaLF COMPONENTS.

Models	PSNR↑	SSIM↑	LPIPS↓
Ours	25.48	0.744	0.373
- Densification	23.19	0.670	0.474
- Field matrices	25.11	0.735	0.386

- + Autonomy Evaluation

DOWNSTREAM DOMAIN GAP EVALUATION.

	Det. Agg. ↑	Pred. ADE ↓	Plan Cons. ↓
UniSim	0.74	0.63	0.99
Ours	0.78	0.52	0.83

- + **Limitations:** (a) requires higher primitive count compared to 3DGS for similar quality, (b) doesn't support non-rigid and temporal changes in the representation